MILESTONES

MILESTONES	49	50	51	52	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	December				January				February				March				April				May			
1. Basic Prototype																								
1.1 Storyboard	■																							
1.2 Modeling Test Assets		■	■																					
1.3 Setting up the scene in Unity				■																				
1.4 Plugging Oculus Rift				■																				
2. Story Phase																								
2.1 Main Storyboards					■	■																		
2.2 Work with other 2 people					■	■																		
2.3 Variation Storyboards						■																		
2.4 Topography Map						■																		
2.5 Sketching Primary Objects					■	■																		
3. Modeling Phase																								
3.1 Environment Models											■	■	■	■	■	■	■	■						
3.2 Small Inventory Models													■	■	■	■								
3.3 Animal And Human Models													■	■	■		■	■	■					
3.4 Basic Rigging													■	■	■				■	■				
3.5 Basic Texturing														■	■									
3.6 Basic Lighting																		■						
3.7 Render Storyboards																		■	■					
4. Interactivity Phase																								
4.1 Importing Models & Materials																	■				■			
4.2 Basic Camera Controllers																	■				■			
4.3 Basic Physics Development																	■	■			■			
4.4 Testing & Improving Rigging																		■	■					
4.5 Lighting setup																			■	■				
4.6 Prototype Testing																				■				
5. Game Phase																								
5.1 Connecting Dreams																					■			
5.2 Triggers and Animations																					■	■		
5.3 Lighting and Visual Effects																						■	■	
6. Virtual Reality Phase																								
6.1 Plugging Oculus Rift																							■	
6.2 Adjusting Camera Controller																							■	
6.3 Testing																							■	
7. Polishing Phase																								
7.1 Adding visual effects																							■	
7.2 Bug fixing																							■	
8. Advertisement Phase																								
8.1 Making of Presentation Video																							■	■
8.2 Design of the project website																							■	
8.3 Publishing																							■	■